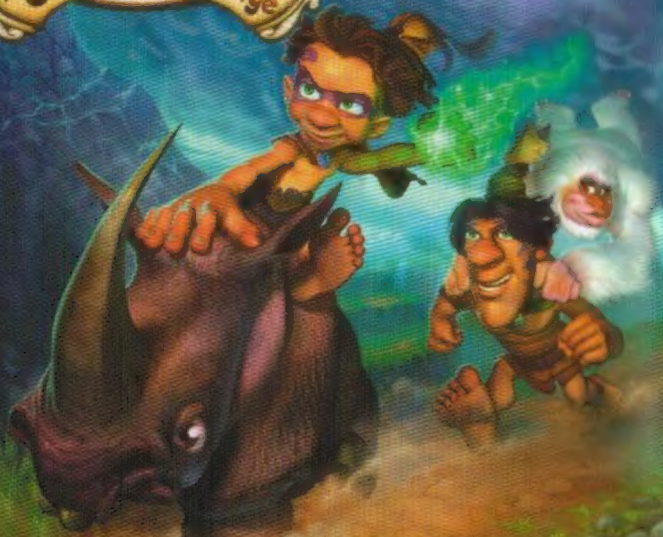


ON YOUR MARK.  
GET SET. **Juju!**

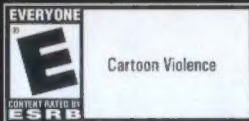


**You Can Own it Today**



GAME BOY ADVANCE

NINTENDO DS



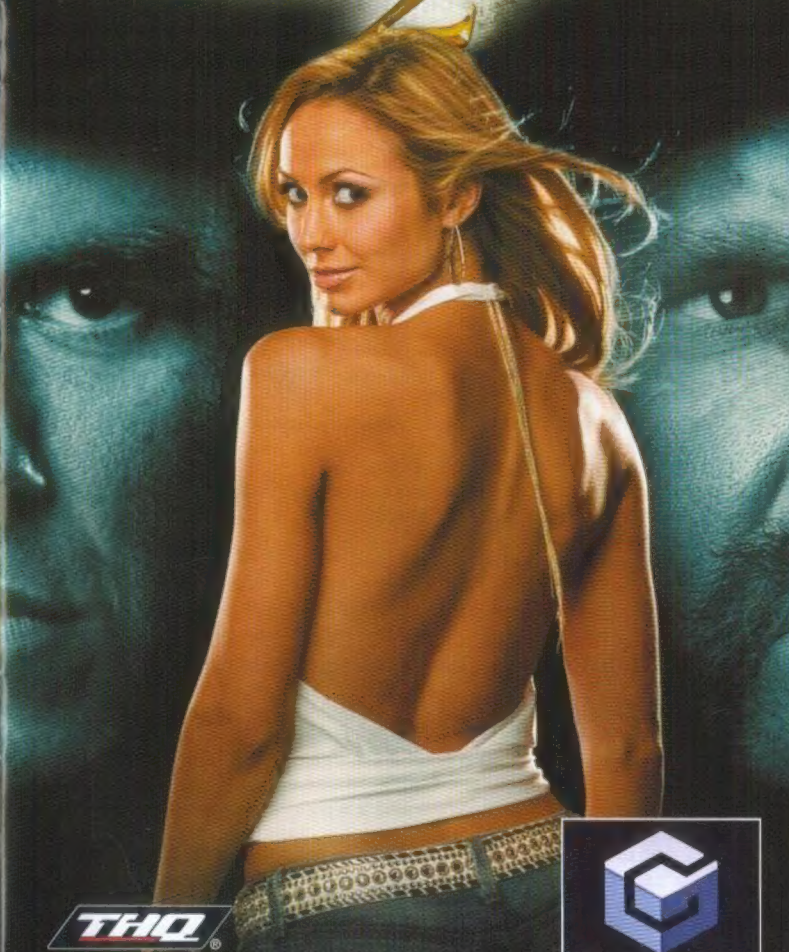
108001



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# WWE DAY OF RECKONING



INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



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GAME PROGRESS, SETTINGS  
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Rev-D (L)



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# GETTING STARTED

Last year, you rose from the "minor leagues" of the WWE to become not only one of its top Superstars, but the World Heavyweight Champion. Maybe it was too much success too quickly. Maybe you were just not ready to carry the target on your back that comes with being a champion. Or maybe you were simply betrayed. Whatever the reason, you lost the title and now must find your way back to the elusive path of vindication. This time around, the path will be even more difficult as the line between friend and foe is not always clear. This time around, trust no one...

## CONTROL SUMMARY

### WHEN THE OPPONENT IS STANDING

MOVE	BUTTON COMMAND	
Strike	B Button	tap for a light strike, hold for a heavy caught state
Grapple	A Button	tap for light grapple, hold for heavy caught state
Run	Y Button	use the control stick for the direction
Pick up weapon	X Button	
Strike Reversal / Withstand Strike	R Button	tap for Strike Reversal, hold for Withstand Strike
Grapple Reversal / Withstand Grapple	L Button	tap for Grapple Reversal, hold for Withstand Grapple
Irish Whip	A + Y Buttons	when grappling
Change the target	C Stick	when more than one opponent in ring
Tag	Z Button	
Taunt	Control Pad	
Special Taunt	A + B Buttons	when special slot is filled
Special Move	A + B Buttons	after a Special Taunt
Momentum Shift Move	A + B Buttons	when you are in the Danger state

### WHEN YOUR OPPONENT IS LYING ON THE GROUND

MOVE	BUTTON COMMAND
Ground Strike	B Button
Ground Grapple Attack	A Button
Leap over the downed opponent	Y Button
Pick up the downed opponent	X Button
Pin Fall	Control Stick Down + A Button

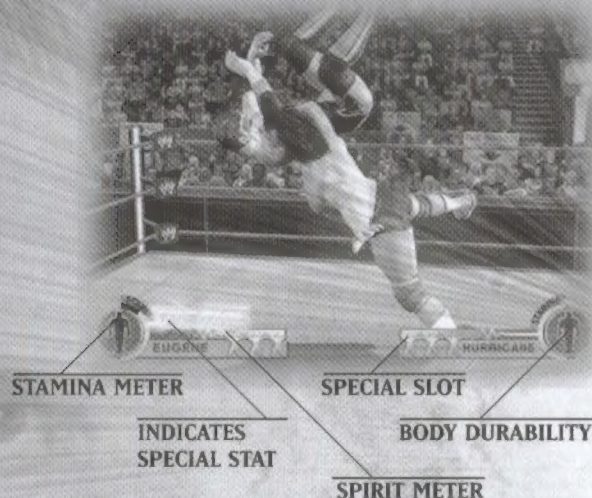
### WHEN GRAPPLING THE OPPONENT

MOVE	BUTTON COMMAND
Catched State Drag	Control Stick
Catched State Strike	B Button
Catched State Grapple Throw	A Button
Irish Whip	Y Button
Go behind opponent	X Button
Grapple Release	L or R Button

**Note:** A simple Grapple Hold is referred to here as a Caught State. Once grappled, you can drag, strike or throw your opponent as listed above.



## THE GAME SCREEN



### Spirit

A WWE match is a living thing and the outcome is always up in the air. *WWE Day of Reckoning 2* has a unique spirit meter that shows you how things are going. As your Superstar gets ahead in the match, your pulse will start to go wild. As you start to fall behind in the match, look out! Your pulse will start to flat line and you will be very susceptible to getting pinned.

### Special Moves

As you pound your opponent during the match, the special slots will fill up. Each time you fill up a special slot, you can perform one of your Superstar's Special Moves. Press the A + B Buttons to perform a Special Taunt. This opens up a short window for you to perform the Special Move (press A + B Buttons again).

## MAIN MENU

Press START at the title screen to reach the main menu. Once there, you can select from one of the following options:

### EXHIBITION

Enter the squared circle in any of the many matches available in *WWE Day of Reckoning 2*. See page 6 for more details.

### STORY MODE

Can you lead your created Superstar to the WWE crown at WrestleMania? Enter Story Mode to find out. See page 7 for details.

### CREATE A SUPERSTAR

There are tons of Superstars available in *WWE Day of Reckoning 2*, but you will need to create your own for use in Story Mode. You get to change everything about your Superstar. Select from the many different body types, costumes, and moves. As you progress through Story Mode, you can use the cash you earn to buy more items for your created Superstars. Created Superstars are also available in Exhibition Mode.

### WWE SHOP.COM

Use the money you earn in Story Mode to purchase appearances, arenas, moves, and weapons.

### OPTIONS

This is your chance to change the game's sound and music settings.

### NINTENDO GAMECUBE MEMORY CARDS

The game will check your Nintendo GameCube Memory Card when you launch the game. If a Nintendo GameCube Memory Card is not found, the game will prompt you to retry or continue without saving.



# GAME MODES

## EXHIBITION

*WWE Day of Reckoning 2* has tons of matches waiting to be fought. Once you select Exhibition Mode, you'll have your choice of one of the following matches

<b>Single</b>	Two Superstars enter the ring to compete inside the ring.
<b>Tag Team</b>	Pick a pair of Superstars and duke it out against two other Superstars. Make sure you use your tag team partner in the match to keep your Superstar's fresh.
<b>Triple Threat</b>	Three Superstars enter the ring in a free-for-all. Concentrate on fighting one of your opponents quickly so you can get it down to a one-on-one match.
<b>Fatal 4 Way</b>	Now four Superstars are fighting in an all out war. Square off against one of the opponents first, then go after the others.
<b>Handicap</b>	Need a little boost, handicap the match by giving one opponent an edge over the other.
<b>Royal Rumble</b>	In WWE's signature event, you must throw all other competitors over the top rope. Can you survive the Royal Rumble?

Once you select the kind of match, select the specific match type. Your choices are: Normal Match, Hardcore Match, Ladder Match, TLC Match, Cage Match, Hell in a Cell, Bra & Panties Match, Last Man Standing, and Ironman Match.

Now that you've got the match down, select the arena you want to compete in - RAW, SmackDown!, Velocity, Heat, Summerslam, Unforgiven, No Mercy, Survivor Series, Armageddon, Royal Rumble, No Way Out, Backlash, Judgment Day, Great American Bash, Vengeance, Taboo Tuesday, Bad Blood and WrestleMania.

The last step in setting up a match is defining the rules for the match. Depending on the match you selected, some of the rules will not be available, as they do not apply.

# STORY MODE

Having overcome the odds and ascended the ranks in *WWE Day of Reckoning*, the time has come to perfect your skills and reclaim what is rightfully yours - the World Heavyweight Championship. Alliances will be forged, bodies will be broken, and rivalries will explode in the ultimate battle of WWE supremacy. Once you have created a Superstar, follow the on-screen menus, and get ready to fight!

## WEAPONS, LADDERS, AND CHAIRS

Using a weapon in certain matches could result in a disqualification. But for the matches that allow them, use a variety of foreign objects to deal out the pain. When you see a weapon, press the X Button to pick them up. You can also set up the ladder or table by pressing the X Button. Climb up the ladder by holding the Control Stick toward the ladder and the Y Button - just like climbing up the turnbuckle.

# OPTIONS MENU

Besides viewing the credits and changing the music and sound effects settings, you can load and save your progress in the game.



# LEGENDS

WWE Day of Reckoning 2 proudly features five of the greatest Legends of all time. For those up to the challenge, here is how to unlock them:

LEGENDS	CONDITIONS	MODE
Steve Austin™	Complete the single match vs. COM 5 times to unlock	Exhibition
Mankind™	Complete the single match vs. COM 10 times to unlock	Exhibition
Bret Hart™	Complete the single match vs. COM 20 times to unlock	Exhibition
The Rock®	Complete show #20 to unlock	Story mode
Hulk Hogan™	Complete the entire Story mode to unlock	Story mode

# CREDITS

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All THQ and Jakks Pacific  
staff for their loyal dedication  
and great support.

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**Menu and In-Game Music**  
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**"Burn It All" and "Beyond Recall"**  
Performed By A Dark Halo  
Written and performed by Dave Lowmiller and Chris Jones

**"Metalings"**  
Music by Mark Tremonti  
Melody and Lyrics by Myles Kennedy

Performed by Alter Bridge  
Courtesy of Wind-up Records, LLC  
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**"One Of a Kind (Rob Van Dam's theme)"**

Written by Brett Wayne Erickson, James Johnston and Justin Mark Rimer  
Performed by Breaking Point  
Courtesy of Wind-up Records LLC  
Screech Music (ASCAP) administered by Cherry Lane Music Publishing Company, Inc. (ASCAP), Stephanie Music (BMI) administered by Cherry River Music Co. (BMI)

**"Whatever (Chris Benoit's theme)"**

Written by James Johnston, Raine Maida, Duncan Coutts, Jeremy Taggart and Mike Turner  
Performed by Our Lady Peace  
© 2002 SM Music (Canada) Corp. aka Sony BMG Music (Canada)

Published by Stephanie Music (BMI) administered by Cherry River Music Co. (BMI)

**"Final Force"**  
Written by Alec Williams and Chiel Minucci  
Courtesy of Firstcom Music Inc., a division of Zomba Enterprises  
Published by ZFC Music (ASCAP)

**"Hey You"**  
Written and performed by Nick Welsh  
Courtesy of Extreme Production Music USA

**"Real American"**  
Written by Rick Derringer and Bernard Kenny  
Performed by Rick Derringer  
Courtesy of Epic Records  
By arrangement with SONY BMG MUSIC ENTERTAINMENT  
Published by Carers BMG Music Publishing (BMI), Scratch and Sniff Music Inc. (BMI)

**"Walk Idiot Walk"**  
Written by Randy Fitzsimmons  
Performed by The Hives  
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**Music Licensing**  
Julie Sessing

**And Many Thanks to**  
Yuke Taniguchi  
Brian J. Farrell  
Vince McMahon



## NOTES

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## NOTES

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